MTG101:

INTRO TO MAGIC

WHAT AM I DOING?

WHAT ARE ALL THESE CARDS?

- You take on the role of a powerful wizard in a magical duel.

- You'll cast spells and summon creatures to attack your opponent.

- Your goal is to reduce your opponent's life from **20** to **0**.

BEFORE WE BEGIN

A FEW IMPORTANT NOTES

- The goal today is to get you all playing Magic, not necessarily playing perfectly.

- Making mistakes or not understanding the rules is okay.

- We'd love it if you love Magic, but don't feel pressured to—different people enjoy different games, and that's okay.

THE CARDS

AND HOW TO PLAY THEM

LANDS AND SPELLS

Lands

are your resources, which allow you to play…

Spells

USING LANDS

Lands produce mana by **tapping** (turning sideways)

Mana Pool

BASIC LANDS

There are five types of basic lands. Each produces a different color of mana.

CASTING SPELLS

You use that mana to cast spells by paying their costs.

2 red mana, plus
4 more that can be
any colors.

or

6 mana total,
2 of which
must be red.

TYPES OF SPELLS

Creatures

attack your opponent,
or block their attacks.

Instants and Sorceries

do what they say, then are
put into your graveyard (discard pile).

TYPES OF SPELLS

Enchantments
remain in play and have a continuous effect

Artifacts
are colorless cards that remain in play

PARTS OF A TURN

During each player's turn they'll do the following (in order):

1. **Beginning of turn:** Untap any tapped cards you have in play and draw a card. *(Exception: the player who goes first skips their first draw)*

2. **Main Phase 1:** Play a land, cast spells.

3. **Combat:** You may attack with creatures, your opponent may block, then those creatures deal damage.

4. **Main Phase 2:** Play a land if you didn't during the first one, cast more spells.

5. **End of turn:** "until end of turn" effects end, creatures heal, you discard down to 7 cards.

COMBAT!

POWER AND TOUGHNESS

Creature cards have **power** and **toughness** listed in the bottom righthand corner.

Thornhide Wolves has
4 power and 5 toughness.

A creature's power is the amount of damage it deals in combat.

A creature's toughness is the amount of damage that must be dealt to it in one turn to kill it. All creatures heal at the end of each turn.

ATTACKING

During your combat phase, you choose which creatures you attack with. Creatures that were just cast this turn can't attack yet—they have "summoning sickness."

Attacking

Attacking

Not Attacking

You tap the creatures you choose to attack with to indicate they're attacking.

BLOCKING

Once you've declared your attackers, your opponent may declare their blockers. Only untapped creatures may block.

Thornhide Wolves is attacking and unblocked

Giant Spider is attacking, and Tolarian Scholar is blocking it

It's common to place blockers in front of the creatures they're blocking.

COMBAT DAMAGE

After attackers and blockers are declared, creatures deal damage equal to their power.

Unblocked creatures deal damage to the defending player.

Thornhide Wolves deals 4 damage to the defending player.

Blocked and blocking creatures deal damage to each other.

Giant Spider deals 2 damage to Tolarian Scholar, and the Scholar deals 2 damage to the Spider.

Both creatures survive.

Any creatures which have taken lethal damage die and are put into their owners' graveyards.

LET'S GET STARTED!